



KOF XIV

THE KING OF FIGHTERS



TEAM **HERO**

SHUN'EI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Buster Knee Kick

- or +

Aerial Leg Throw

- or +

Command Moves

Sky Axe

- +

Ground Hammer

- +

Target Combo 1

Press in order (from far away) •

Special Moves

Scarlet Phantom

- + or

Aqua Spear

- + or

Rising Efreet

- + or

Blau Wing

- + or

Thruster Vision • Front

- +

Thruster Vision • Back

- +

Thruster Vision • Slant

- +

Thruster Vision • Under

- +

Super Special Moves

Gaianic Burst

- + or

Specter Extension

- + or

Climax Super Special Moves

Phantom Singulation

- +

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TEAM **HERO** **MEITENKUN**

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Feint Makura

or +

Makura Bomb

or +

Command Moves

Nezou Rangeki

+

Chinzankou

+

Special Moves

Makura Nage

+ or

Sen-Siss Hou

+ or

Sen-Siss Hou (Follow Up)

[Sen-Siss Hou] or

Geki Hou

+ or

Ressen Kyaku

+ or

Super Special Moves

Chou Geki Hou

+ or

Hakuchuu Musou

+ or

Climax Super Special Moves

Seikaku Meitengyobu

+

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TEAM **HERO**

BENIMARU NIKAIDO

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Catch and Shoot

or +

Front Suplex

or +

Spinning Knee Drop

or +

Command Moves

Jackknife Kick

+

Flying Drill

+

Special Moves

Iai-Geri

+ or

Inazuma Sandan-Geri

[Iai-Geri] + or

Raimeitou

+ or

Raijinken

+ or

Air • Raijinken

+ or

Benimaru Collider

+ or

Super Jinrai Kick

+ or

Super Special Moves

Rai-Kou Ken

+ or

Benimaru Rising Shot

+ or

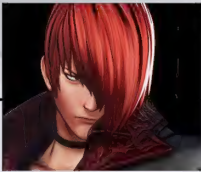
Climax Super Special Moves

Raiha Jin-Ou Ken

+

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TEAM **SACRED TREASURES**

IORI YAGAMI

- 근거리에서
- 공중에서
- 공중 근거리에서
- 공중 화면 가장자리 근처에서
- 연타
- 일정 시간 입력 후
- 홀드
- 때기
- ~중에
- MAX 모드 발동
- 공중 가능
- EX 버전 대응
- MAX 버전 대응

- 약한 펀치
- 약한 킥
- 강한 펀치
- 강한 킥

Normal Throws

- Sakahagi

↶ or ↷ +
- Kanyarai

↶ or ↷ +

Command Moves

- Ge-Shiki • Yumebiki

+

Ge-Shiki • Yumebiki (Follow Up)

[Ge-Shiki • Yumebiki]
- Ge-Shiki • Gofu In “Shinigami”

+
- Ge-Shiki • Yuriori

↶ +

Special Moves

- 108 Shiki • Yamibarai

+ or
- 100 Shiki • Oniyaki

+ or
- 127 Shiki • Aoibana1

+ or

127 Shiki • Aoibana2

[127 Shiki • Aoibana1] + or

127 Shiki • Aoibana3

[127 Shiki • Aoibana2] + or

212 Shiki • Kototsuki In

+ or

Kuzukaze

↶ ↷ + or

311 Shiki • Tsumakushi

+ or
- Super Special Moves
- Kin 1211 Shiki • Yaotome

↶ + or

Ura 316 Shiki • Saika

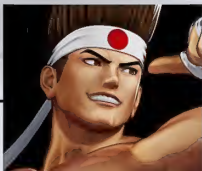
[or Kin 1211 Shiki • Yaotome] +

Ura 1018 Shiki • Yashiori

↶ + or (Hold OK)
- Climax Super Special Moves
- Ura 1131 Shiki • Hozuki

↶ +
- *All arrows show joystick directions for characters facing right.

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TEAM **FATAL FURY** OF FIGHTERS
JOE HIGASHI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Hiza-Jigoku

or +

Joe Special 2

or +

Command Moves

Step High Kick

+

Sliding

+

High Kick

+

Special Moves

Hurricane Upper

+ or

Tiger Kick

+ or

Slash Kick

+ or

Bakuretsuken

+ or

Bakuretsuken

[or Bakuretsuken] or

Bakuretsuken Finish 1

[or Bakuretsuken] +

Bakuretsuken Finish 2

[or Bakuretsuken] +

Ougon no Kakato

+ or

Super Special Moves

Screw Upper

+ or

Baku-Sla Golden Tiger

+ or

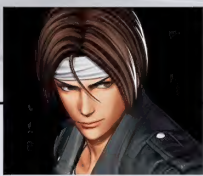
Climax Super Special Moves

Bakuretsu Screw Premium

+

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TEAM **SACRED TREASURES**
KYO KUSANAGI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Hatsugane
 ↶ or ↷ +
- Issetsu Seoi Nage
 ↶ or ↷ +

Command Moves

- Ge-Shiki • Gofu Yo
↶ +
- 88 Shiki
↻ +
- Ge-Shiki • Naraku Otoshi
 ↵ +

Special Moves

- 100 Shiki • Oniyaki
↻ + or
- R.E.D. Kick
↶ ↻ + or
- 75 Shiki • Kai
↻ + or
→ 75 Shiki • Kai (Follow Up)
[or 75 Shiki • Kai] or
- 114 Shiki • Aragami
↻ +
→ 128 Shiki • Konokizu
[114 Shiki • Aragami] ↻ + or
→ 125 Shiki • Nanase
[128 Shiki • Konokizu] or
→ 127 Shiki • Yanosabi①
[128 Shiki • Konokizu] or
→ 127 Shiki • Yanosabi②
[114 Shiki • Aragami] ↶ + or
→ 212 Shiki • Kototsuki Yo
[127 Shiki • Yanosabi②] ↶ + or
→ Ge-Shiki • Migari Ugachi
[127 Shiki • Yanosabi②] or
→ 124 Shiki • Munotsuchi
[114 Shiki • Aragami] ↶ + or
→ 427 Shiki • Hikigane
[124 Shiki • Munotsuchi] or
→ Ge-Shiki • Tsurubeotshi
[124 Shiki • Munotsuchi] or
- 115 Shiki • Dokugami
↻ +
→ 401 Shiki • Tsumiyomi
[115 Shiki • Dokugami] ↶ + or
→ 402 Shiki • Batsuyomi
[401 Shiki • Tsumiyomi] ↶ + or
→ 100 Shiki • Oniyaki
[402 Shiki • Batsuyomi] ↻ + or
- 212 Shiki • Kototsuki Yo
↶ + or

Super Special Moves

- Ura 108 Shiki • Orochinagi
↻ ↶ + or (Hold OK)
- 182 Shiki
↻ ↻ + or (Hold OK)

Climax Super Special Moves

- Ura 1212 Shiki • Yakumo
↻ ↶ +



TEAM **SACRED TREASURES**

CHIZURU KAGURA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Rei Getsu

↺ or ↻ +

Kai Ten

↺ or ↻ +

Command Moves

Jo Katsu Zheng Zheng

↻ +

Jo Katsu Cang Cang

↻ +

Jo Katsu Cong Cong

↻ +

Special Moves

212 Katsu Otsu Shiki Choumon no Isshin

↻ + or or or

212 Katsu Shinsoku no Norito

↻ + or or or

Stop

[212 Katsu Shinsoku no Norito] or / or

212 Katsu Shinsoku no Norito Ten Zui

[212 Katsu Shinsoku no Norito] ↻ + or / or

100 Katsu Tenjin no Kotowari

↻ + or

108 Katsu Tamayura no Shitsune

↻ + or

Super Special Moves

Uramen 85 Katsu Reigi no Ishizue

↻ ↻ + or

Uramen 1 katsu San Rai no Fujin

↻ ↻ + or

Climax Super Special Moves

Uramen 31 Katsu Kyuusen no Jouhari

↻ ↻ +

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TEAM **FATAL FURY** OF FIGHTERS
ANDY BOGARD

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Kakaekomi Nage (Forward)

← or → +

Kakaekomi Nage (Backward)

← or → +

Command Moves

Hirate Uchi

← or → +

Genei Shiranui

↓ +

Target Combo 1

Press in order •

Special Moves

Zan-ei Ken

↺ + or

Kuuha Dan

↺ + or

Kuuha Dan (Brake)

[Kuuha Dan]

Hishou Ken

↺ + or

Shouryuu Dan

↺ + or

Super Special Moves

Chou Reppa Dan

↺ ↻ + or

Zetsu • Hishou Ken

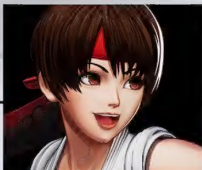
↺ ↻ + or

Climax Super Special Moves

Chou • Shin • Soku • Zan-ei Ken

↺ ↻ +

*All arrows show joystick directions for characters facing right.



TEAM **SUPER HEROINE**

YURI SAKAZAKI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Oni Harite

or +

Silent Nage

or +

Command Moves

Enyoku

+

Yuri Raijin Kyaku

+

Shien

+

Special Moves

Ko-Ou Ken

+ or (Hold OK)

Kuuga (Yuri chou Upper)

+ or

Saiha

+ or

Raiou Ken

+ or

Hyakuretsu Binta

+ or

Houyoku

+ or

Hein Souha

[Houyoku] or

Yuri Raijin Kyaku

[Houyoku] or

Tsubame Otoshi

[Houyoku] or

Raiou Ken

[Houyoku] + or

Super Special Moves

Chou Saiha (Kyokugenryu • Raiha)

+ or

Hien Houou Kyaku

+ or

Haoh Shoukou Ken

+ or

Climax Super Special Moves

Chou! Ryuuko Ranbu

+

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TEAM **FATAL FURY**

TERRY BOGARD

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Buster Throw (Forward)

or +

Buster Throw (Backward)

or +

Command Moves

Back Knuckle

+

Rising Upper

+

Special Moves

Power Wave

+ or

Burning Knuckle

+ or

Crack Shoot

+ or

Rising Tackle

+ or

Power Charge

+ or

Power Dunk

+ or

Super Special Moves

Power Geyser

+ or

Buster Wolf

+ or

Climax Super Special Moves

Stardust Ignition

+



TEAM **OROCHI**

YASHIRO NANAKASE

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

- Liver Blow
- or +
- Hatchet Throw
- or +

Command Moves

- Regret Bash
- +
- Step Side Kick
- +

Special Moves

- Missile Might Bash **EX**
- + or
- Upper Duel **EX**
- + or
- Jet Counter **EX**
- + or
- Jet Counter Still
- [Jet Counter] + or
- Sledgehammer **EX**
- + or

Super Special Moves

- Final Impact **MAX**
- + or (Hold OK)
- Variable Bash Stream **MAX**
- + or

Climax Super Special Moves

- Ultimate Billion Bash
- +



TEAM ART OF FIGHTING KING

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Hold Rush

or +

Hook Buster

or +

Command Moves

Sliding

+

Trap Shot

+

Special Moves

Venom Strike

+ or

Air Venom Strike

+ or

Tornado Kick

+ or

Trap Shot

+ or

Super Special Moves

Surprise Rose

+ or

Silent Flash

+ or

Climax Super Special Moves

Illusion Dance

+

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TEAM **SUPER HEROINE**

MAI SHIRANUI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Shiranui Gorin
or +
Fuusha Kuzushi
or +
Yume-Zakura
or +

Command Moves

Ukihane
+
Koukaku no Mai
+
Sankaku-Tobi
Target Combo 1
Press in order •

Special Moves

Ryuenbu EX
+ or
Kachousen EX
+ or
Hissatsu Shinobi-Bachi EX
+ or
Musasabi no Mai • Front EX
+ or
Musasabi no Mai • Back EX
or + or
Musasabi no Mai (Air) EX
+ or

Super Special Moves

Chou Hissatsu Shinobi-Bachi MAX
+ or
Air Chou Hissatsu Shinobi-Bachi MAX
+ or
Kagerou no Mai MAX
+ or

Climax Super Special Moves

Shiranui-Ryuu Ougi • Kuzunoha
+

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TEAM **OROCHI**
SERMIE

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Sermie Flash Original

or +

Front Flash

or +

Command Moves

Sermie Stand

+

Special Moves

Sermie Spiral **EX**

+ or

Sermie Cute

[Sermie Spiral] + or

Sermie Whip **EX**

+ or

Sermie Clutch **EX**

+ or

Sermie Cute

[Sermie Clutch] + or

Sermie Shoot **EX**

+ or

Accel Spin Kick **EX**

+ or

Super Special Moves

Sermie Shock **MAX**

+ or

Sermie Carnival **MAX**

+ or

Climax Super Special Moves

Sermie Exposition

+

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TEAM *OROCHI*
CHRIS

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Step Turn

or +

Aerial Drop

or +

Command Moves

Spinning Array

+

Reverse Anchor Kick

+

Carry Off Kick

+

Special Moves

Hunting Air

+ or

Glider Stomp

+ or

Shooting Dancer Thrust

+ or

Shooting Dancer Step

+ or

Direction Change

+ or

Scramble Dash

+ or

Super Special Moves

Chain Slide Touch

+ or

Twister Drive

+ or

Climax Super Special Moves

Onslaught Mirage

+



TEAM **ART OF FIGHTING**

RYO SAKAZAKI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Kyokugenryu Sanren Geki

or +

Tomoe Nage

or +

Command Moves

Hyouchuu Wari

+

Jyoudan Uke

+ (In time with opponent's attack)

Gedan Uke

+ (In time with opponent's attack)

Kizami Duki

+

Special Moves

Kohou **EX**

+ or

Ko-Ou Ken **EX**

+ or

Hien Shippuu Kyaku **EX**

+ or

Zanretsuken **EX**

+ or

Super Special Moves

Haoh Shoukou Ken **MAX**

+ or

Ryuuko Ranbu **MAX**

+ or

Climax Super Special Moves

Shin • Tenchi Haoh Ken

+



TEAM **ART OF FIGHTING**

ROBERT GARCIA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Ryuuchou Kyaku

or +

Kubikiri Nage

or +

Command Moves

Ryuu Hanshu

+

Kouryuu Koukyaku-Geri

+

Special Moves

Ryuu-Geki Ken **EX**

+ or

Ryuuga **EX**

+ or

Hien Senpuu Kyaku **EX**

+ or

Hien Ryuujin Kyaku **EX**

+ or

Gen-ei Kyaku **EX**

+ or

Ryuuren • Gen-ei Kyaku **EX**

+ or

Super Special Moves

Haoh Shoukou Ken **MAX**

+ or

Ryuuko Ranbu **MAX**

+ or

Climax Super Special Moves

Mu-Ei Senpuu Ryuu Zanshou

+



TEAM **IKARI**

LEONA HEIDERN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Leona Crash (Forward)

or +

Leona Crash (Backward)

or +

Command Moves

Strike Arch

or +

Special Moves

Baltic Launcher **EX**

+ or

Moon Slasher **EX**

+ or

Earring Bomb Heart Attack **EX**

+ or

Explosion

[Earring Bomb Heart Attack] + or

Earring Bomb **EX**

+ or

Grand Saber **EX**

+ or

Grand Saber (Follow Up)

[Grand Saber] +

X-Calibur **EX**

+ or

Super Special Moves

V-Slasher **MAX**

+ or

Slash Saber **MAX**

+ or

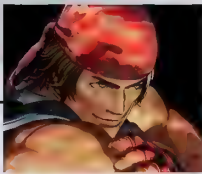
Climax Super Special Moves

Leona Blade

+

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TEAM **IKARI**

RALF JONES

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Dynamite Head Butt

or +

Head Strike

or +

Command Moves

Jet Upper

+

Special Moves

Ralf Kick

+

Ralf Kick (Feint)

+

Ralf Impact

+ or

Dynamite Ralf Punch

+ or

Vulcan Punch

or

Gatling Attack

+ or

Dive Bomber Punch

+ or

Super Special Moves

Galactica Phantom

+ or (Hold OK)

Bareback Vulcan Punch

+ or

Climax Super Special Moves

Ralf Super Phalanx

+



TEAM **IKARI**

CLARK STILL

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Nageppanashi German

or +
- Fisherman Buster

or +
- Death Lake Driver

or +

Command Moves

- Stomping

+
- Step

+

Special Moves

- Mount Tackle **EX**

+ or

Clark Lift

[Mount Tackle] +

Sleeper Lift (D.D.T.)

[Mount Tackle] +

Flashing Elbow

[Sleeper Lift (D.D.T.)] + or

Rolling Cradler

[Mount Tackle] + or
- Super Argentine Backbreaker **EX**

+ or

Flashing Elbow

[or Super Argentine Backbreaker] + or
- Vulcan Punch **EX**

+ or
- Gatling Attack **EX**

+ or

Death Lake Driver

[or **EX** Gatling Attack] + or
- Frankensteiner **EX**

+ or

Flashing Elbow

[Frankensteiner] + or

Super Special Moves

- Ultra Argentine Backbreaker **MAX**

+ or
- Running Three **MAX**

+ or

Climax Super Special Moves

- Ultra Clark Buster

+



TEAM **SECRET AGENT**
BLUE MARY

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Lock Kick
 or +
- Viktor Throw
 or +

Command Moves

- Hammer Arch
 +
- Double Rolling
 +
- Climbing Arrow
 +

Special Moves

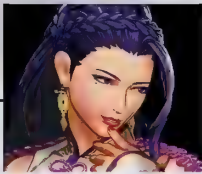
- Straight Slicer
 + or
→ Crab Clutch
[Straight Slicer] + or
→ Stun Fang
[Straight Slicer] + or
- Vertical Arrow
 + or
→ M. Snatcher
[Vertical Arrow] + or
- Spin Fall
 + or
→ M. Spider
[Spin Fall] + or
- Real Counter
 + or
→ Backdrop Real
 [Real Counter] + or
- M. Breaker
 + or

Super Special Moves

- M. Typhoon
 + or
- M. Splash Rose
 + or

Climax Super Special Moves

- M. Dynamaité Swing
 +



TEAM **SECRET AGENT**
LUONG

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Sen

or +

Chou

or +

Command Moves

Tsui

+

Special Moves

Geki **EX**

+ or or

Geki (Keep)

[or or Geki] (Hold)

Geki (Cancel)

[Geki (Keep)]

Geki (Cancel)

[Geki (Keep)]

Ren **EX**

+ or

Rin **EX**

+ or

Kou **EX**

+ or

Super Special Moves

Tou **MAX**

+ or

Tei **MAX**

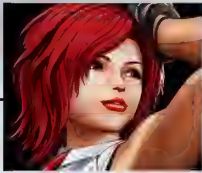
+ or

Climax Super Special Moves

Ben

+

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TEAM **SECRET AGENT**

VANESSA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Barrett Puncher

or +

Clinch Puncher

or +

Command Moves

One-Two Puncher

or +

Sliding Puncher

+

Special Moves

Machine Gun Puncher

+ or

Dash Puncher

+ or

Parrying Puncher

+ or

Puncher Vision (Forward)

+ or

Puncher Upper

[Puncher Vision (Forward)] +

Puncher Straight

[Puncher Vision (Forward)] +

Puncher Weaving

[Puncher Vision (Forward)] + or

Puncher Vision (Backward)

+ or

Puncher Upper

[Puncher Vision (Backward)] +

Puncher Straight

[Puncher Vision (Backward)] +

Puncher Weaving

[Puncher Vision (Backward)] + or

Puncher Weaving

+ or

Puncher Weaving (Keep)

[or Puncher Weaving] (Hold)

Dash Puncher

[Puncher Weaving (Keep)] + or

Parrying Puncher

[Puncher Weaving (Keep)] + or

Puncher Vision (Forward)

[Puncher Weaving (Keep)] + or

Puncher Vision (Backward)

[Puncher Weaving (Keep)] + or

Super Special Moves

Crazy Puncher

+ or

Champion Puncher

+ or

Climax Super Special Moves

Infinity Puncher

+



TEAM **G.A.W.** GALAXY ANTON
WRESTLING

RAMÓN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Arm Whip

or +
- Flying Mare

or +

Command Moves

- Sankaku-Tobi
- Drop Kick

+
- Head Butt

+

Hoist 1

[Head Butt] +

Hoist 2

[Head Butt] +

Special Moves

- Tiger Neck Chancery **EX**

+ or
- Rolling Sobat **EX**

+ or

Flying Body Attack

[or Rolling Sobat] + or

Hoist 1

[Flying Body Attack] +

Hoist 2

[Flying Body Attack] +
- Somersault **EX**

+ or

Stop

[Somersault]
- Tiger Load **EX**

+ or

Feint Dash

[Tiger Load]

Feint Jump

[Tiger Load]

Cross Chop

[Tiger Load] or

Force of Will

[Tiger Load] + or

Hoist 1

[Force of Will] +

Hoist 2

[Force of Will] +
- Bird of Paradise

+

Hoist 1

[Bird of Paradise] +

Hoist 2

[Bird of Paradise] +
- Feint Step **EX**

+ or (Hold OK)

Super Special Moves

- Tiger Spin **MAX**

+ or
- El • Diablo • Amarillo • Ramón • Volando **MAX**

+ or

Climax Super Special Moves

- Hyper Sonic • Ramón

+



TEAM **G.A.W.** GALAXY ANTON
WRESTLING

KING OF DINOSAURS

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Dyna Bomb

or +

Dyna Buster

or +

Command Moves

Rex Head

+

Yucatan Punch

+

Special Moves

Zetsumetsu Hurricane

+ or

Assault Raptor

+ or

Ankylo Hammer

+ or

Ankylo Hammer (Brake)

[or Ankylo Hammer]

Giga Compy

+ or

Chicxulub Buster

+ or

Super Special Moves

Super Zetsumetsu Hurricane

+ or

Dinner of Dinosaur

+ or

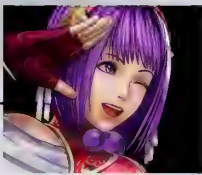
Climax Super Special Moves

Spiral Arm Excavation

+

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TEAM

SUPER HEROINE

ATHENA ASAMIYA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light PunchLight KickHeavy PunchHeavy Kick

Normal Throws

Psychic Attack

or +

Psychic Throw

or +

Psychic Shoot

or +

Command Moves

Phoenix Bomb (Ground)

+

Phoenix Bomb (Air)

+

Special Moves

Psycho Ball Attack

+ or

Psycho Sword

+ or

Psycho Reflector

+ or

Phoenix Arrow

+ or

Super Psychic Throw

+ or

Psychic Teleport

+ or

Psycho Shoot

+ or

Super Special Moves

Shining Crystal Bit

+ or

Shining Crystal Bit (Cancel)

[Shining Crystal Bit]

Crystal Shoot

+ or (Hold OK)

Climax Super Special Moves

Psycho Remix☆Spark!

+



TEAM **G.A.W.** GALAXY ANTON
WRESTLING

ANTONOV

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

President Lift

- or +

President Toss

- or +

Command Moves

President Binta

- +

Target Combo 1

- Press in order •

Target Combo 2

- Press in order •

Special Moves

Whale Stream

- + or

Vertical Macho

- + or

Gigantic Back

- +

Gigantic Back Press

- +

Bering Wave

- + or

Super Special Moves

Tunguska Bomber

- + or

Kamchatka Collapse

- + or

Climax Super Special Moves

Kosmos Regression

- +

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TEAM **ASH**

ASH CRIMSON

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Récompenses

or +

Vertus

or +

Command Moves

Floreal

+

Floreal

+

Floreal • Instant

+

Special Moves

Ventose

+ or

Nivose

+ or

Genie

+ or or or

Germinal Caprice

+ or

Sans-culotte (Simple Command)

Ventose

Sans-culotte Active + or

Nivose

Sans-culotte Active + or

Germinal Caprice

Sans-culotte Active + or

Super Special Moves

Thermidor

+ or

Pluiose

+ or

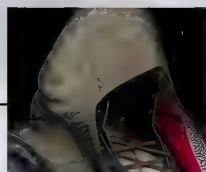
Sans-culotte (2-gauge)

Press in order • • •

Climax Super Special Moves

Espoir

+



TEAM **ASH** **KUKRI**

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Miken Funsai
- or +
- Bakkonsai
- or +

Command Moves

- Fussa Ken
- +

Special Moves

- Nessa Jin
- + or
- Nessa Senpuu
- + or
- Bossa-Shougeki
- + or
- Air • Bossa-Shougeki
- + or
- Genei Sajin
- + or or or
- Nessa Chugeki
- + or

Super Special Moves

- Nessa Goku Totsuha
- + or
- Nessa Goku Fujin
- + or

Climax Super Special Moves

- Goku Nessa Housaiyu
- + or

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TEAM **RIVAL**
ISLA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

All-City

- or +

Crossing Out

- or +

Command Moves

Cloud

- +

Designs

- +

Special Moves

Fill-In **EX**

- + or

Scribe **EX**

- + or

To Front **EX**

- + or

Brake

- [To Front]

Throwie A

- [To Front or **EX**]

Throwie B

- [To Front or **EX**]

Throwie C

- [To Front or **EX**]

Piecing A **EX**

- [Throwie C] +

Piecing B

- [Throwie C] +

Piecing C **EX**

- [Throwie C] + or

Drips Forward

- + or

Drips Backward

- +

Drips Vertical

- +

Piecing A **EX**

- +

Piecing B

- +

Piecing C **EX**

- + or

Super Special Moves

Back to Back **MAX**

- + or

Wild Style **MAX**

- + or

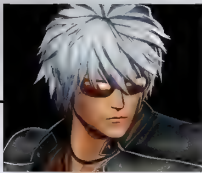
Climax Super Special Moves

King of Piece: I&A

- +

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TEAM **K'**
K'

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Spotpile

← or → +

Knee Strike

← or → +

Command Moves

One Inch

→ +

Knee Assault

→ +

Sniper Side

← +

Special Moves

Ein Trigger **EX**

+ or

→ Second Whip

[Ein Trigger] → +

→ Second Shoot

[Ein Trigger] → +

→ Second Knuckle

[Ein Trigger] → +

→ Second Shell

[Ein Trigger] → +

→ Blackout

[Ein Trigger or Second Shell **EX**] ← + or

Blackout **EX**

+ or

Crow Bite **EX**

+ or

→ Crow Bite (Follow Up)

[Crow Bite] → + or

Minute Spike **EX**

+ or

→ Narrow Spike

[Minute Spike] + or

Air Minute Spike **EX**

+ or

Super Special Moves

Heat Drive **MAX**

+ or (Hold OK)

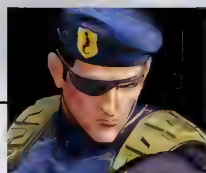
Chain Drive **MAX**

→ + or

Climax Super Special Moves

Hyper Chain Drive

← +



TEAM RIVAL HEIDERN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Lead Belcher

or +

Backstabbing

or +

Command Moves

Shooter Narnagel

+

Special Moves

Cross Cutter

+ or

Moon Slasher

+ or

Storm Bringer

+ or

Stinger

+ or

Assault Saber

+ or

Super Special Moves

Heidern End

+ or

Heidern Slash

+ or [or Neutral or]

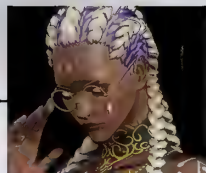
Climax Super Special Moves

Gae Bolg

+

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TEAM RIVAL DOLORES

- | | | | | |
|-----------------------|--------|-----------------|--------------------|--------------|
| Close by | In air | Close by in air | In air near corner | Repeatedly |
| After holding briefly | Hold | Release | During | Use MAX Mode |
| Use MAX Mode (Quick) | Air OK | EX Version OK | MAX Version OK | |

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Salaba

or +

Maran

or +

Command Moves

Hilzuni

+

Target Combo 1

Press in order •

Special Moves

Burj

+ or

Qafas Qabl

+ or

Qafas Khalfi

+ or

Nesh

+ or

Altariq

+ or or or

Super Special Moves

Ghadab

+ or

Hadir

+ or

Climax Super Special Moves

Khalaq al'ard

+

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TEAM **K'**

WHIP

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Strike Three

- or +

Assassin Trap

- or +

Command Moves

Whip Shot

- + (up to 5 inputs)

Talon Shot

- +

Special Moves

Boomerang Shot "Code: SC"

- + or

Strength Shot Type A "Code: Superior"

- + (Hold OK)

Strength Shot Type D "Code: Candy"

- [Strength Shot Type A "Code: Superior"]

Strength Shot Type B "Code: Strength"

- + (Hold OK)

Strength Shot Type D "Code: Candy"

- [Strength Shot Type B "Code: Strength"]

Strength Shot Type C "Code: Victory"

- + (Hold OK)

Strength Shot Type D "Code: Candy"

- [Strength Shot Type C "Code: Victory"]

Hook Shot "Code: Zephyr"

- + or

Crescent Swatter "Code: FS"

- + or

Super Special Moves

Sonic Slaughter "Code: KW"

- + or

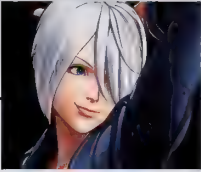
Destruction Barrage "Code: YGW"

- + or

Climax Super Special Moves

Depravity Branding "Code: FA"

- +



TEAM **KROHNEN**
ANGEL

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Tekitou Rush
 or +

Shadow Behead
 or +

Command Moves

Middle Spin
 +

Heavy Knee Attack
 +

Special Moves

Red Sky

+ or

Mad Murder

+ or

■ Unchain Start

Unchain • Low
 +

Unchain • Heel
 +

Unchain • Tornado
 + or

Unchain • Blow

+ or

Unchain • Step

+ or

■ Unchain Circle

Circle • Upper
 [Unchain Start] + or

Circle • Sobat
 [Unchain Start] + or

Circle • Under Blow
 [Unchain Start] + or

Circle • High
 [Unchain Start] + or

Circle • Hammer Blow
 [Unchain Start] + or

Circle • Assault
 [Unchain Start] + or

■ Special Unchain Circle

Circle • Feint
 [Unchain Circle]

Circle • Feint (Forward)
 [Unchain Circle] +

Circle • Feint (Backward)
 [Unchain Circle] +

■ Unchain Finish

Finish • Lariat
 [Unchain Circle] or [Special Circle] +

Finish • Straight
 [Unchain Circle] or [Special Circle] +

Finish • Rolling
 [Unchain Circle] or [Special Circle] + or

Finish • Neck Cutter
 [Unchain Circle] or [Special Circle] +

Finish • Grapple Kick
 [Unchain Circle] or [Special Circle] +

Super Special Moves

Real Rave

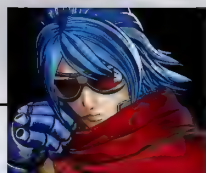
+ or

Blue Monday Counter

+ or (In time with opponent's attack)

Climax Super Special Moves

Ascension Time
 +



TEAM KROHNEN

KROHNEN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Front Crash

- or +

Backstab

- or +

Command Moves

Spiral Smash

- +

Emergency Slide

- +

Special Moves

Blaze Thrower

- + or

Heat Shield

- + or

Strike Slash

- + or

Super Special Moves

Infernal Prominence

- + or

Fusion Blaster

- + or (Hold OK)

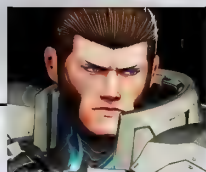
Climax Super Special Moves

Calamity Overdrive

- +

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TEAM **K'**

MAXIMA

- | | | | | |
|-----------------------|--------|-----------------|--------------------|--------------|
| Close by | In air | Close by in air | In air near corner | Repeatedly |
| After holding briefly | Hold | Release | During | Use MAX Mode |
| Use MAX Mode (Quick) | Air OK | EX Version OK | MAX Version OK | |

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Dynamite Drop

or +

Drop Bomb

or +

Command Moves

M-9 Maxima Missile (Prototype)

+

Special Moves

M-4 Vapor Cannon

+ or

Air M-4 Vapor Cannon

+ or

M-19 Blitz Cannon

+ or

Maxima Press

+ or

Maxima Press (Follow-Up)

[Maxima Press] + or

Maxima Charge

+ or

Super Special Moves

Double Vapor Cannon

+ or

M-24 Atomic Laser

+ or

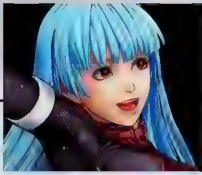
Climax Super Special Moves

MX-III CIWS Launcher

+

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TEAM **KROHNEN**

KULA DIAMOND

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Ice Coffin

or +

Ice Sledge

or +

Command Moves

One Inch

+

Slider Shoot

+

Special Moves

Crow Bite **EX**

+ or

Diamond Breath **EX**

+ or

Counter Shell **EX**

+ or

Ray Spin **EX**

+ or

Ray Spin (Stand)

[Ray Spin] +

Ray Spin (Sit)

[Ray Spin] +

Falling Snowman **EX**

+ or

Super Special Moves

Diamond Edge **MAX**

+ or

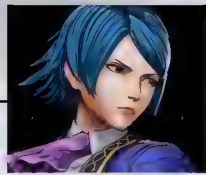
Frozen Arena **MAX**

+ or

Climax Super Special Moves

Glacier Ridge

+



TEAM **ASH**

ELISABETH BLANCTORCHE

- | | | | | |
|-----------------------|--------|-----------------|--------------------|--------------|
| Close by | In air | Close by in air | In air near corner | Repeatedly |
| After holding briefly | Hold | Release | During | Use MAX Mode |
| Use MAX Mode (Quick) | Air OK | EX Version OK | MAX Version OK | |

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Manière

← or → +

Exil

← or → +

Command Moves

Éclair

← +

Special Moves

Étincelle **EX**

↺ + or

Coup de Vent **EX**

↻ + or

Illusion **EX**

↺ + or (In time with opponent's attack)

Grêle **EX**

↺ + or

Aurore **EX**

↺ + or

Super Special Moves

Noble-Blanche **MAX**

↺ ↻ + or

Grand Rafale **MAX**

↺ ↻ + or

Climax Super Special Moves

Fête de la Lumière

↺ ↻ + or

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TEAM ***GAROU***

ROCK HOWARD

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Fangs and Claws

- or +

Kokusen

- or +

Command Moves

Elbow Spike

- +

Parabola Kick

- +

Special Moves

Reppuken

- + or

Hard Edge

- + or

Rising Tackle

- + or

Brake

- [Rising Tackle]

Rage Run

- + or

Stop

- [Rage Run]

Type: Dunk

- [Rage Run]

Type: Hard Edge

- [Rage Run]

Type: Shift

- [Rage Run]

Type: Overhead Kick

- [Rage Run] + or

Crack Counter

- + or (In time with opponent's attack)

Shinkuu Nage

- + or

Brake

- [or Shinkuu Nage]

Overhead Kick

- + or

Super Special Moves

Shining Knuckle

- + or

Raging Storm

- + or (Hold OK)

Climax Super Special Moves

Neo Deadly Rave

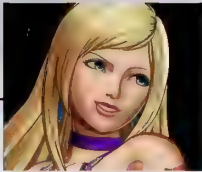
- +

Deadly Rave EXT

- +

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TEAM **GAROU**
B.JENET

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Bye-Bye Boo

↶ or ↷ +

Broach

↶ or ↷ +

Falling Crush

↶ or ↷ +

Command Moves

Rolling Thunder

↶ +

Special Moves

Baffrass **EX**

↶ + or

Crazy Ivan **EX**

↶ + or

Gulf Tomahawk **EX**

↶ + or

Harrier Bee **EX**

↶ + or

The Hind **EX**

↶ + or

→ Brake

[The Hind]

Super Special Moves

Many Many Torpedoes **MAX**

↶ ↷ + or

Aurora **MAX**

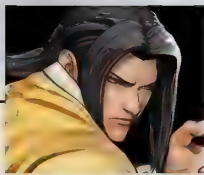
↶ ↷ + or

Climax Super Special Moves

Ennui Mademoiselle

↶ ↷ + (In time with opponent's attack)

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TEAM **GAROU**
GATO

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Extinction Leg

- or +

Great Spiral

- or +

Command Moves

Chinbreaker

- +

Tranquil Kick

- +

Special Moves

Quaking Fang **EX**

- + or

Piercing Fang

- [Quaking Fang] + or

Wind Fang **EX**

- + or

Brake

- [or **EX** Wind Fang]

Vortex Fang

- [Wind Fang]

Whirling Fang

- [Wind Fang]

Arrow Fang

- [Wind Fang]

Sliding Fang

- [Wind Fang]

Backdraft Fang **EX**

- + or

Brake

- [or **EX** Backdraft Fang]

Swift Fang

- [Backdraft Fang]

Counterattack Fang

- [Backdraft Fang] (In time with opponent's attack)

Cipher Fang

- [Backdraft Fang]

Fang of Darkness

- [Backdraft Fang]

Lightning Fang **EX**

- + or

Brake

- [Lightning Fang]

Super Special Moves

Freeze Fang **MAX**

- + or

Dragon Fang **MAX**

- + or

Climax Super Special Moves

Flaming Serpent's Fang

- +

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OMEGA RUGAL

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Scorpion Deathlock

or +

Scorpion Deathblow

or +

Command Moves

Double Tomahawk

or +

Special Moves

Dark Barrier

+ or

Genocide Cutter

+ or

Vanishing Rush

+ or

Reppuu Ken

+ or

Violent Ray

+ or

Super Special Moves

Gigantic Pressure

+ or

Desperate Ray

+ or

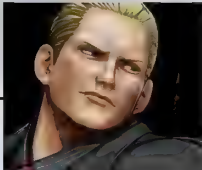
Climax Super Special Moves

Dread Fatal Wave

+ or

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TEAM ***SOUTH TOWN***

GEESE HOWARD

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Ko Satsu Shou

- or +

Shinkuu Nage

- or +

Command Moves

Raikou Mawashi-Geri

- +

Tendoh Kudaki

- +

Special Moves

Reppuu Ken

EX

- + or

Shippuu Ken

EX

- + or

Fudou Ken

EX

- + or

Fudou Ken • A

EX

- [or **EX** Fudou Ken] + or

Fudou Ken • Ba

EX

- [or **EX** Fudou Ken] + or

Fudou Ken • Un

EX

- [or **EX** Fudou Ken] + or

Fudou Ken • O

- [Fudou Ken] + or

Jyoudan Atemi

EX

- +

Chudan Atemi

- +

Gedan Atemi

EX

- +

Raimei Gouha Nage

EX

- + or

Hishou Nichirin Zan

EX

- + or

Super Special Moves

Raigou Reppuu Ken

MAX

- + or

Oni Hanmon

MAX

- + or

Climax Super Special Moves

Raging Storm

- +

Rashoumon

- +

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TEAM ***SOUTH TOWN***

BILLY KANE

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Jigoku Otoshi

or +

Ippon Tsuru Nage

or +

Command Moves

Dai Kaiten-Geri

+

Boutakotobi-Geri

+

Chokka Uchi

+

Special Moves

Senpuu Kon

+ or

Sansetsu Kon Chuudan Uchi

+ or

Kaen Sansetsu Kon Chuudan Uchi

[or Sansetsu Kon Chuudan Uchi] +

Tsurigome Sansetsu Kon Chuudan Uchi

[Sansetsu Kon Chuudan Uchi] +

Kyoushuu Hishou Kon

+ or

Suzume Otoshi

+ or

Kaen Suzume Otoshi

[or Suzume Otoshi] + or

Ka Ryuu Tsuigeki Kon

+

Sui Ryuu Tsuigeki Kon

+

Super Special Moves

Chou Kaen Senpuu Kon

+ or

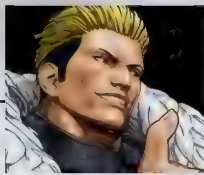
Guren Sakkon

+ or

Climax Super Special Moves

Syaku Netu • Kaisen Kon

+



TEAM **SOUTH TOWN**

RYUJI YAMAZAKI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Kachikomi

or +

Whackdown Wallop

or +

Command Moves

Eviscerator

+

Slam

+

Special Moves

Serpent Slash **EX**

+ or or

Serpent Slash (Keep)

[or or Serpent Slash] Hold

Serpent Slash Cancel

[Serpent Slash (Keep)]

Bombshell Badda-Bing **EX**

+ or

Double Return **EX**

+ or

Sadomaso **EX**

+ or

Spray Sand

+

Fight of Tempering **EX**

+

Todome **EX**

+ or

Super Special Moves

Guillotine **MAX**

+ or

Pit Viper **MAX**

+ or

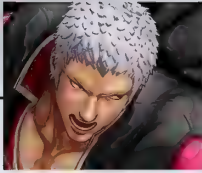
Climax Super Special Moves

Drill

+

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TEAM **AWAKENED OROCHI**

OROCHI YASHIRO

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Baku

or +

Beki

or +

Command Moves

Saku

+

→

Gou

[Cancel Activated Saku]

Bu

+

→

Gou

[Cancel Activated Bu]

Ki

Press in order •

Special Moves

Niragu Daichi

+ or

Musebu Daichi

+ or

Odorū Daichi

+ or

Kujiku Daichi

+ or

→

Tsubusu Daichi

[or Kujiku Daichi] or

Super Special Moves

Araburu Daichi

+ or

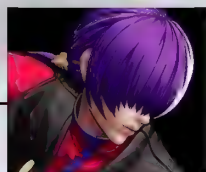
Ankoku Jigoku Gokuraku Otoshi

+ or

Climax Super Special Moves

Shuuen no Daichi

+ (In time with opponent's attack)



TEAM **AWAKENED OROCHI**

OROCHI SHERMIE

- | | | | | |
|-----------------------|--------|-----------------|--------------------|--------------|
| Close by | In air | Close by in air | In air near corner | Repeatedly |
| After holding briefly | Hold | Release | During | Use MAX Mode |
| Use MAX Mode (Quick) | Air OK | EX Version OK | MAX Version OK | |

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Bakurai

← or → +

Gekirai

← or → +

Command Moves

Kourai

→ +

Jinrai

→ +

Special Moves

Yatanagi no Muchi

↺ + or

Shajitsu no Odori

↺ + or

Mugetsu no Raiun

↺ + or or or or

Raijin no Tsue

↺ + or

Super Special Moves

Ankoku Raiko Ken

↺ ↺ + or

Shukumei, Genei, Shinshi

↺ ↺ + or

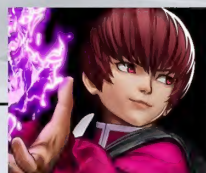
Climax Super Special Moves

Raijin no Sabaki

↺ ↺ +

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TEAM **AWAKENED OROCHI**

OROCHI CHRIS

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Chi no Batsu

or +

Ten no Tsumi

or +

Command Moves

Muyou no Ono

+

Jyukei no Oni

+

Setsudan no koto

+

Special Moves

Taiyou O Iru Honoo

+ or

Tsuki O Tsumu Honoo

+ or

Kagami O Hofuru Honoo

+ or

Shishi O Kamu Honoo

+ or

Super Special Moves

Ankoku Orochi Nagi

+ or (Hold OK)

Daichi ni Hisomu Gouka

+ or (Hold OK)

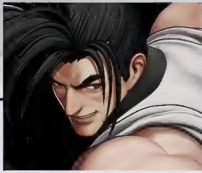
Climax Super Special Moves

Hirameki Kogaretaru Tamashi

+ or

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TEAM **SAMURAI**

HAOHMARU

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Adamantine Slash

↶ or ↷ +

Headwind Slash

↶ or ↷ +

Command Moves

Surprise Attack

↶ +

Iron Flash

Special Moves

Crescent Moon Slash

↶ + or

Renting Tremor Slash

[Dash] ↶ + or

Cyclone Slash

↶ + or

Fake Cyclone Slash

[Cyclone Slash]

Earthquake Slice

↶ ↶ + or

Rice Wine Whack

↶ + or

Shock Blast

↶ + or

Cyclone Wave

↶ + or

Super Special Moves

Flame of the Conqueror

↶ ↶ + or

Supreme Gale Flash

↶ ↶ + or

Climax Super Special Moves

Supreme Severing Flash

↶ ↶ +

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TEAM

SAMURAI

OF FIGHTERS

NAKORURU

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Ruten Kyougekijin

- or +

Hougekiyou

- or +

Rera Kishima Tek

- or +

Command Moves

Surprise Attack

- +

Kamuyhum Kesupu

- +

Chiten Zan

- +

Sankaku-Tobi

-

Special Moves

Annu Mutsube

- + or

Rera Mutsube

- + or

Kamui Rimuse

- + or

Kamui Rimuse Return

- [Kamui Rimuse] or

Amube Yatoro

- + or

Cling to Mamahaha

- + or

Mamahaha Attack

- [Cling to Mamahaha] or

Drop from Mamahaha

- [Cling to Mamahaha] N or or or + or

Kamuyhum Kesupu

- [Drop from Mamahaha] +

Kamui Mutsube

- [Cling to Mamahaha] + or

Kamuyhum Kesupu

- [Cling to Mamahaha] +

Super Special Moves

Eleryu Kamui Rimuse

- + or

Irusuka Yatoro Rimuse

- + or

Climax Super Special Moves

Kusnaotke Sikannatki Mutsube

- +

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TEAM **SAMURAI** **DARLI DAGGER**

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Oceanic Erosion

or +
- Swirling Undertow

or +

Command Moves

- Surprise Attack

+
- Sweeping Shave

Special Moves

- Blade Surf

+ or
- Serpentine Breaker

+ or

Serpentine Breaker (Keep)

[or Serpentine Breaker] Hold

Serpentine Breaker (Step)

[Serpentine Breaker (Keep)]

Serpentine Breaker (Retreat)

[Serpentine Breaker (Keep)]
- High Tide

+ or
- Tall High Tide

+ or
- Riptide Pierce

+ or

Super Special Moves

- Lagoon Onslaught

+ or
- Rough Seas

+ or

Climax Super Special Moves

- Perfect Storm

+